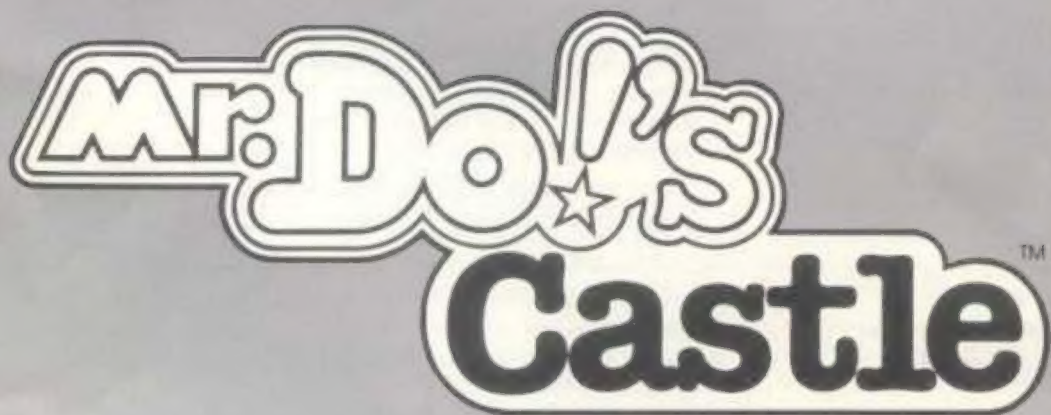

P A R K E R B R O T H E R S



R U L E S

ATARI 2600™ & COMPATIBLE SYSTEMS

MR. DO'S CASTLE is a trademark of Universal USA, Inc.
Rules © 1984 Parker Brothers, Division of CPG Products Corp., Beverly, MA 01915.
Printed in U.S.A.

Object

To keep MR. DO! safe and moving to the next scene in his castle. To do this, help him eliminate as many unicorns as possible by hammering out floor blocks directly above them.

Setting the Console Controls

1. Place the cartridge firmly into the cartridge slot.
 2. Turn the ON/OFF switch to the ON position.
 3. Scene #1 will appear on the screen. Simply press the FIRE button and you're ready to start the action.
-

The Joystick

Because this is a one-player game, plug the joystick firmly into the **LEFT** jack only.

Use your joystick to move MR. DO! through the castle. To make MR. DO! move left or right, move the joystick in those directions. To make MR. DO! climb up a ladder, push forwards on the joystick; to climb down, pull backwards.

The Fire Button

Press the FIRE button any time you want MR. DO! to swing his hammer.

NOTE: Whenever you want MR. DO! to swing his hammer, try to position him so that his lead foot is between two blocks. MR. DO! must stop moving before he can swing his hammer.



Playing

This hammer-happy game begins as MR. DOI enters his humble home through the basement. With hammer in hand, he's ready to confront his invaders head-on. Guide MR. DOI up and down ladders, down hallways—even drop him off landings or through openings in the floor. But above all, keep him a safe distance from all the deadly unicorns. One bite and he's a goner!

The Screen

In this game, there are 4 different scenes (or screens)—each one somewhere in MR. DOI's Castle. In each scene, there are 6 floors in the castle, including the top and basement floors. Directly above the castle, you'll see a set of numbers. These numbers represent your score throughout the game. At the end of each scene (or when you lose a MR. DOI) the number of MR. DOIs remaining and the type of Bonus Letters earned will briefly appear in this same space.

Those Pesky Unicorns

Whether they're red, yellow, or green—these unicorns are all deadly. And they're all after MR. DOI. But there are a few things about each color unicorn you'll find helpful:

Red Unicorns

You'll meet these hot little guys first. But not to worry—you should have little trouble eliminating them. Drop blocks onto these unicorns. Or hammer them through openings in the floor once they've become trapped in a hole. The catch is: when you hammer a red unicorn through a hole, you may find yourself facing more fearsome and numerous YELLOW UNICORNS.

Yellow Unicorns

As you know, yellow unicorns come from red unicorns. But what you may not know is that GREEN UNICORNS can come from yellow ones! If you hammer a yellow unicorn through a hole, you may just see one or two green unicorns enter the picture to take its place.

Green Unicorns

You'll notice that green unicorns are a bit more feisty than red unicorns, and just as tricky as yellow ones. So be prepared. If you hit green unicorns through a hole, one or two more green unicorns will appear.

Each time you eliminate a unicorn, you earn bonus points! When you eliminate ALL unicorns in a particular scene, you'll automatically advance to the next scene.

NOTE: Whenever you hammer a unicorn through a hole, it will reappear at the top of the screen and begin moving through the castle. Also, in some situations, unicorns may not find their way to MR. DO!. When MR. DO! proceeds to a different floor, however, they'll be back in hot pursuit!

Bonus Letter Unicorns

Unlike the rest of the unicorns in MR. DO!'s Castle, these critters run AWAY from MR. DO! instead of running after him. That's because you earn Bonus Letters for each one you clobber. When you've collected all 3 keys in a scene, AND reached the door at the top of the castle, the unicorns will change to Bonus Letters. In the next few seconds, clobber as many Bonus Letters as possible with your hammer or with falling blocks. For each one you eliminate, you'll earn the next letter in the word "EXTRA." Spell EXTRA and you win an extra MR. DO! and advance to the next scene.

NOTE: When time is up, Bonus Letter unicorns will change back into normal unicorns.

Mr. Do!'s Castle

MR. DO!'s Castle is not your average home. But then, MR. DO! is not your average clown. In any case, as you move about the castle, you'll need to know the following things:

Ladders

For the most part, MR. DO! (and the unicorns) use the many ladders throughout the castle to travel to different levels. But the ladders at mid-floor are the ones to watch. These lad-

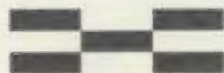
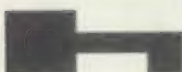
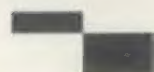
ders swing left or right whenever MR. DO! "kicks" them. Just guide MR. DO! over to the swinging ladders. When his foot touches them, away they'll swing. You may want to swing ladders away from a particular floor when there are unicorns hot on your heels! **NOTE:** This trick doesn't work when a unicorn has already begun climbing the ladder.

Floor Blocks

You'll notice that there are 6 floors in MR. DO!'s Castle—including the top and basement floors—and that both MR. DO! and the unicorns can travel on any of them. However, the middle 4 floors (excluding the top and basement) are made of several blocks featuring different items.

These items are:

- **Cherries**—Cherries happen to be MR. DO!'s favorite treat. So, of course, his hallways are going to be filled with them. For each cherry block you knock out, you earn 20 points. Knock out all the cherry blocks in a scene and you'll automatically advance to the next scene. **NOTE:** You need not knock out all cherry blocks located in between skulls (see **SKULLS** section).
- **Keys**—Keys are definitely the key here! MR. DO! must knock out all the blocks featuring keys if he's to open the door at the top of the castle and earn a chance to win Bonus letters. For each key block you knock out, you earn 20 points. **NOTE:** When you knock out the first key block in a scene, some unicorns may change color and speed up.
- **Skulls**—Skulls mean trouble for these troublesome unicorns. You'll notice that in some cases, there are skulls at either end of a particular section of a floor. If there are unicorns somewhere in the middle of that section, and you knock out BOTH skull blocks, the entire section will drop—and will be replaced by a slatted bridge. This is a good way to eliminate several unicorns in one fell swoop. You earn 20 points for each skull block you knock out.
- **Unicorn's Blocks**—When any unicorns fall into a hole in any of the floors, they like to fill it in (so they won't get trapped the next time around)! You can still knock these blocks out at any time, earning 20 points for each.



Castle Door

On the very top floor of the castle, directly in the center, you'll see a door. At the start of each scene, two unicorns will appear at the top of the castle—the rest will enter through the castle door. When MR. DOI's knocked out all the key blocks, you'll hear a change in the background music. If MR. DOI reaches the door without being bitten, he earns bonus points and a chance to collect Bonus Letters.

Game Difficulty

In this game, there are 4 scenes and 8 Difficulty Levels—each more difficult than the one before. In general, as you progress through the various scenes, the following things will happen:

- Unicorns will become more aggressive.
 - Ladders and floor blocks will change positions, making MR. DOI's journey more challenging.
-

End of Game

When you lose all of your MR. DOIs, the game ends.

To play again, simply press the FIRE button. The game will begin at scene 1 and you'll receive 5 MR. DOIs.

Scoring

Eliminating Unicorns

Red Unicorns	500 points each
Yellow Unicorns	1000 points each
Green Unicorns	1500 points each
Bonus Letter Unicorns	500 points each
Knocking out floor blocks	20 points each
Opening the castle door	1,500 points (scene 1)
	500 additional each successive scene
	(Maximum of 3000 points)

180-Day Limited Warranty

PARKER BROTHERS warrants, subject to the conditions below, that if the components of this product prove defective because of improper workmanship or material during the period of 180 days from the date of original purchase, PARKER BROTHERS will repair the product or replace it with a new or repaired unit, without charge, or will refund the purchase price.

CONDITIONS:

1. **Proof of Purchase:** The retail sales receipt or other proof of purchase must be provided.
2. **Proper Delivery:** The product must be shipped prepaid, or delivered to PARKER BROTHERS (address: 190 Bridge Street, Salem, MA 01970, Attention: Quality Control Dept.) for servicing, either in the original package or in a similar package providing an equal degree of protection.
3. **Unauthorized Repair, Abuse, etc.:** The product must not have been previously altered, repaired or serviced by anyone other than PARKER BROTHERS; the product must not have been subjected to an accident, misuse or abuse.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the product malfunctions after the 180-day warranty period, you may ship the product prepaid and enclosed with a check or money order for \$8.00 to Parker Brothers. Parker Brothers will, at its option, subject to the conditions above, repair the product or replace it with a new or repaired unit, subject to availability of parts. If replacement units or required parts are not available, the \$8.00 payment will be refunded.

EXCEPT TO THE EXTENT PROHIBITED BY APPLICABLE LAW, ALL IMPLIED WARRANTIES MADE BY PARKER BROTHERS IN CONNECTION WITH THE PRODUCT, INCLUDING THE WARRANTY OF MERCHANTABILITY, ARE LIMITED IN DURATION TO A PERIOD OF 180 DAYS FROM THE DATE OF ORIGINAL PURCHASE; AND NO WARRANTIES, WHETHER EXPRESSED OR IMPLIED, INCLUDING THE WARRANTY OF MERCHANTABILITY, SHALL APPLY TO THIS PRODUCT AFTER SAID PERIOD. SHOULD THIS PRODUCT PROVE DEFECTIVE IN WORKMANSHIP AND MATERIAL, THE CONSUMER'S SOLE REMEDY SHALL BE SUCH REPAIR, REPLACEMENT OR REFUND AS IS HEREIN ABOVE EXPRESSLY PROVIDED, AND UNDER NO CIRCUMSTANCES SHALL PARKER BROTHERS BE LIABLE FOR ANY LOSS OR DAMAGE, DIRECT OR CONSEQUENTIAL, ARISING OUT OF THE USE OF, OR INABILITY TO USE, THIS PRODUCT.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR THE EXCLUSIONS OR LIMITATIONS OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS OR EXCLUSIONS MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS AND YOU MAY ALSO HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

